

Title: Mathmateer

Version: 2.3

Publisher: Freecloud Design, Inc.

Target Audience: The publisher says 4+ and we disagree. We think 8+ because there is multiplication and division and they don't start learning that until about 3rd grade.

Curriculum: This would be used with the math curriculum.

Possible Environments and why: This app could be played at home or in the classroom, mainly in the classroom because we don't think students are going to want to go home and play a math game. It could be used in the classroom because it is a great way for the students to be motivated to do the "Mission" in order to get to play with their avatars and rockets.

Cost: This app costs \$1.99

Describe the software: When you open the app it brings you to the homepage where you can push play. After that you enter your player name, pick an avatar, then you build your rocket. There are over 56 math lessons. Some missions are numbers, time, money, shapes, patterns, multiply and divide. For the money one, you have to make the requested amount in order to launch your rocket. For each lesson there is a question and the child must answer it in order for their rocket to be launched.

Impression on the software & how it would be used in class: We like the software, it's not the best but we think the kids will love being able to make their own rockets and avatars which will then hopefully make them want to play the games. We were thinking this could be used in class with a math lesson. If we are talking about money we could have the kids play this in order to practice or prepare for upcoming tests or lessons.

Pass or fail: Fail